

Sorcerers

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.newcenturycomputers.net

Version 2006.0

Copyright © 2006 Ray Allen

All Rights Reserved

Distributed under the terms of the

Open Game License version 1.0a

INTRODUCTION

This supplement provides a new character class, the Sorcerer, an alternate type of magic using character, for use with the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

The Sorcerer, like the Wizard, is a specialist in magic use, but unlike the Magic-User, the Sorcerer draws his or her magic from the surroundings. A Sorcerer need not prepare spells in advance, but rather may cast any spell known at any time, provided that sufficient spell point slots are available to cast the spell.

The Sorcerer uses the Magic-User class table for experience point requirements and hit dice. The Prime Requisite of a Sorcerer is Charisma; a character must have an Charisma of 13 or higher to become a Sorcerer. Sorcerers are not adept at fighting, as they spend hours studying the forces of magic and nature rather than learning to use lesser items such as weapons. Thus, the only weapon allowed to a Sorcerer is the dagger. A Sorcerer may not wear armor of any sort, nor use a shield, as such things interfere with spellcasting.

A first level Sorcerer begins play knowing one first level spell. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option.

A Sorcerer may learn up to his or her Charisma bonus in new spells each time a new level is attained (i.e. a Charisma bonus of +3 means that up to 3 new spells may be learned). However, only spells that the Sorcerer has witnessed being cast may be learned (as this is the only way a Sorcerer learns to cast spells). Further, the Sorcerer may only learn spells which he or she may cast (thus, only Magic-User spells may be so learned, and the Sorcerer must be able to cast spells of the given Magic-User spell level). For example, a first level Sorcerer may not learn a 6th level spell. If the Sorcerer has not witnessed any previously unknown spells of appropriate type and level being cast, he or she does not gain any new spells.

Since Sorcerers gather their magic from the world around them and do not use spellbooks, they can only cast a few spells each day before becoming exhausted. At first level a Sorcerer has only one spell point, which is equal to one spell level, so if the Sorcerer casts Magic Missile, he or she has just used one spell point. The table below shows both the number of spell points a Sorcerer has available at each level, as well as the maximum spell level the character may learn (and thus cast).

Level	Spell Points	Max Spell Level
1	1	1
2	2	1
3	3	1
4	4	2
5	5	2
6	7	2
7	8	3
8	10	3
9	11	3
10	14	4
11	16	4
12	18	4
13	19	4
14	20	5
15	21	5
16	22	5
17	24	5
18	25	6
19	26	6
20	27	6

Open Game License

INTRODUCTION

Sorcerers: A Basic Fantasy Supplement (hereinafter "the Supplement") is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

Designation of Open Game Content: The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase "make mine Basic"; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal mark of Chris Gonneman for his various products, and which is Copyright © 2002 Chris Gonneman, and the "Scribbled Dragon," which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content

that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Basic Fantasy Role-Playing Game Copyright © 2006 Chris Gonneman.

Sorcerers: A Basic Fantasy Supplement Copyright © 2006 Ray Allen.

END OF LICENSE